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**CNN Focal Plane Array Processor with Panoramic Annular Lens (PAL) used
for 360 degrees detection of moving objects**

Report title:

**Experimental results of the opto-electrical image
acquisition and processing unit with PAL optics**

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14. ABSTRACT This report results from a contract tasking AnaLogic Computers Ltd. to investigate adaptation of a Hungarian-developed single-piece imaging block, the Panoramic Annular Lens (PAL) and the CNN chip for a few military applications. An existing 64X64 CNN-UM focal plane array processor chip contains the companion microprocessor, some FLASH and RAM memory, and some other serial and parallel communications devices. The unit can communicate with a PC for testing, programming, setup purposes and displaying the image acquired and processed by the focal plane array processor in real time. Sophisticated analogic CNN algorithms will be developed to detect movements and other predefined optical events in the whole 360 degrees view area. By applying these analogic algorithms the CNN focal plane processor will be able to permanently monitor the whole 360 degree scene. The algorithms will be sensitive for movement of predefined sized and shaped objects, or other predefined visual events.					
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Declarations

The Contractor, AnaLogic Computers Ltd., hereby declares that, to the best of its knowledge and belief, the technical data delivered herewith under Contract No. F61775-01-WE010 is complete, accurate, and complies with all requirements of the contract.

DATE: Thursday, November 08, 2001

Name and Title of Authorized Official:

Dr Ákos Zarándy

C.E.O of AnaLogic Ltd.

(End of Clause)

I certify that there were no subject inventions to declare as defined in FAR 52.227-13, during the performance of this contract.

DATE: Thursday, November 08, 2001

Name and Title of Authorized Official:

Dr Ákos Zarándy

C.E.O of AnaLogic Ltd.

Experimental results of the opto-electrical image acquisition and processing unit with PAL optics

This document contains the experimental results measured on the opto-electrical image acquisition and processing system with PAL optics. The main objective was to provide a fast image acquisition and processing system to solve 360 degrees detection and tracking of moving objects.

Introduction

The main targets of this project were

1. to specify and design a standalone image acquiring and processing system with PAL optics, and
2. to create, test, and evaluate some image processing algorithms for the images acquired via the PAL lens of the system mainly solving 360 degrees detection of moving objects.

The image acquiring and processing system was specified, designed, and fabricated. The full hardware-software environment of the visual computation tool was successfully tested. The relay lens system of the PAL optics has also been specified, designed, and fabricated. Some image processing algorithms were evaluated mainly focusing on PAL lens images.

The standalone image acquiring and processing system

The high performance standalone unit (also called ACE box) is the computational environment of the 64x64 analogic chip. The system is implemented on PC-104plus form factor boards. In this way, standard industrial quality PC-104plus PC hosts a specially designed DSP module, which drives the platform board carrying the 64x64 analogic chip. To reach high-speed communication, PCI bus is used as a communication channel between the host and the DSP module. The DSP module, the platform, and the hosting industrial PC constitute a rugged, high performance unit what we call ACE box.

The physical arrangement of the whole system can be seen in Figure 1. This is composed of five PC-104 form factor cards plus a metal plane with a lens socket on the top. (The size of a PC-104 form factor card is the same as the size of a 3½ inches floppy disk. The lowest three electronic cards of the rack (the power supply, the Pentium class motherboard, and the hard-drive module) are commercially available components. The power supply operates from any battery (or DC power source) which output voltage is between 8V and 25V. The hard drive module is needed for standalone operation. In case of standalone operation the display and keyboard are not even connected to the ACE box. The display card is integrated in the motherboard.

The upper two electronic cards are the DSP module and the platform. The DSP module, which controls the 64x64 analogic chip, feeds it with data, and reads out the result from it. The other double-decker board is the platform. The main functionality of the platform is to carry the

64x64 analogic chip, and provide analog and digital interfaces between the analogic chip and the DSP module. Above the platform, there is a metal layer which has only mechanical and no electronic functionality. This layer holds the relay lens and the PAL optics.

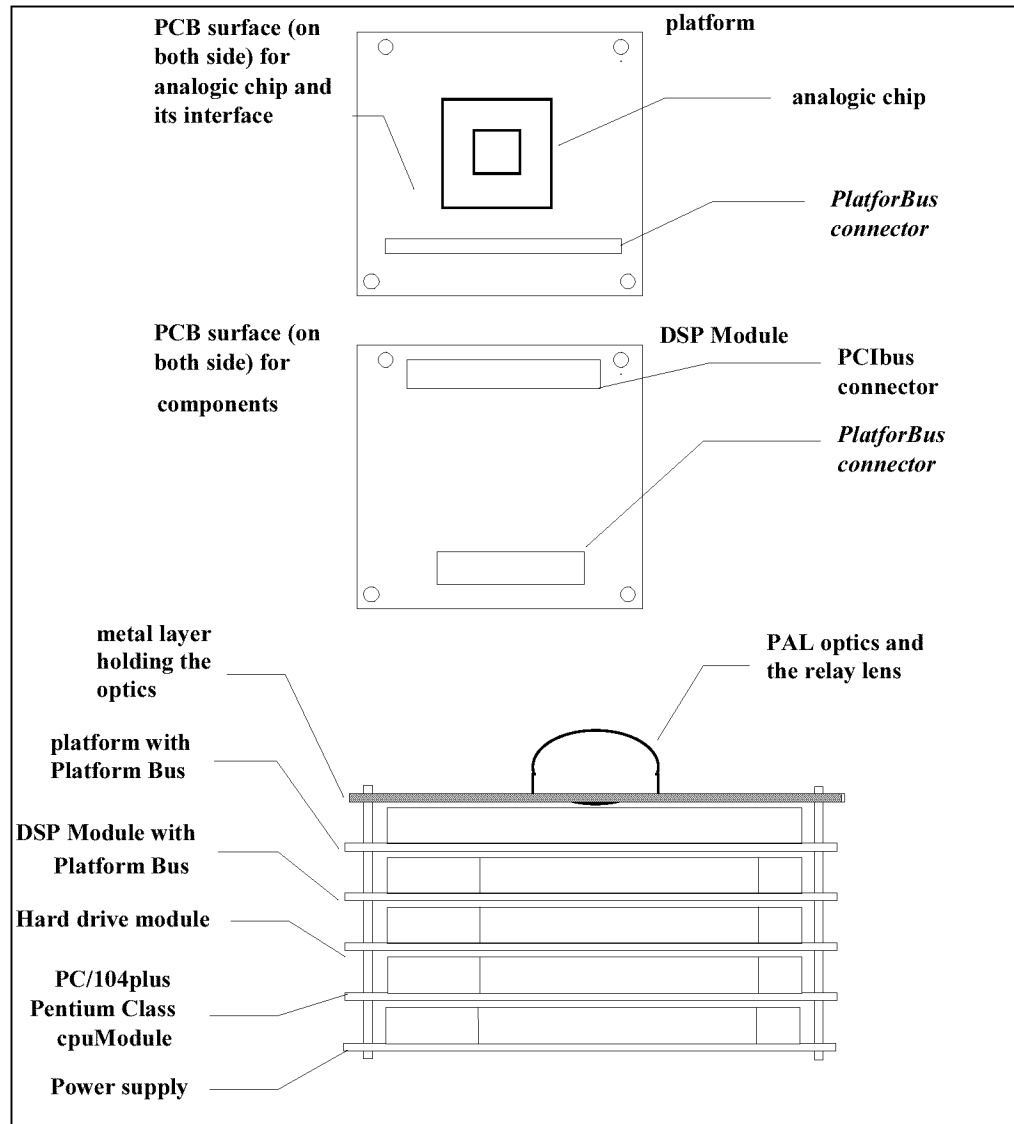


Figure 1. The physical arrangement of the ACE box (lower), and the two upper modules.

The physical arrangement of the ACE Box with the ACE4k Board and with the PAL lens can be seen in Figure 2. The top module is the ACE4k Platform. The C-mount lens socket is opened on the first image.

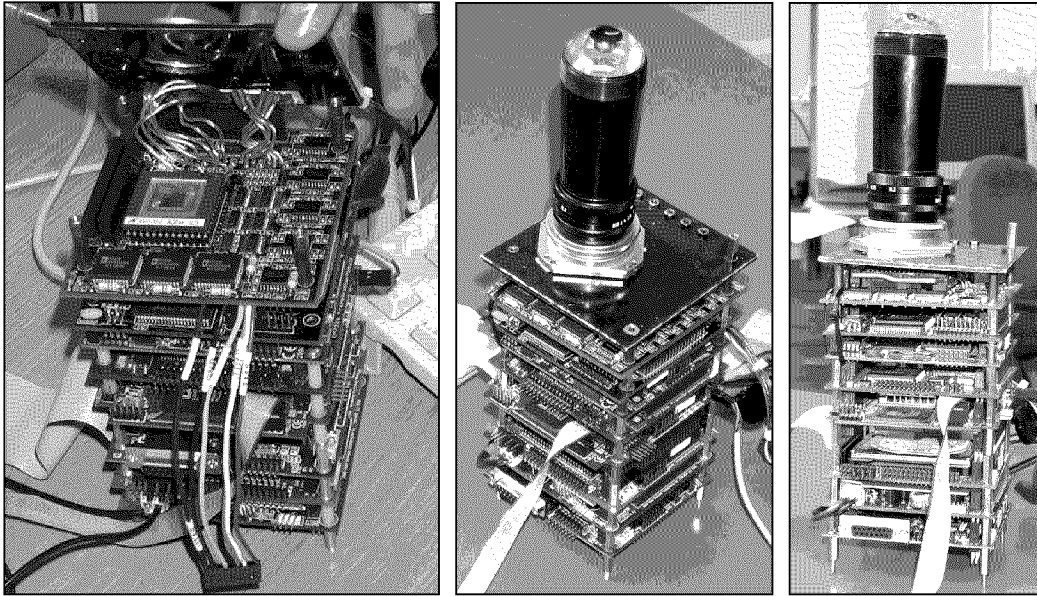


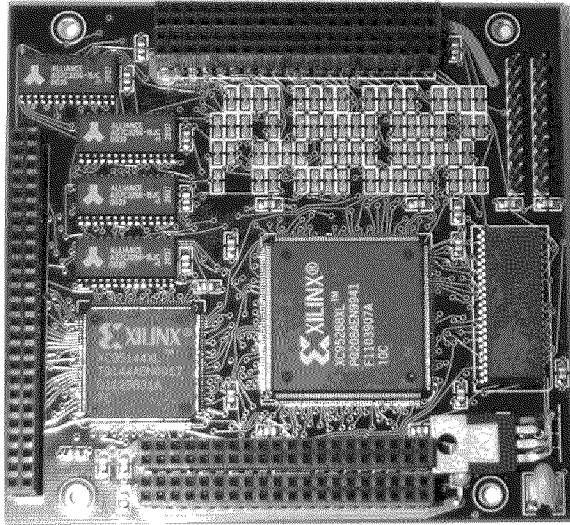
Figure 2 Physical arrangement of the ACE4k Box with the ACE4k Board and with the PAL lens. The ACE4k Platform with the ACE4k chip can be seen on the top. Here the rack contains two extra cards, a framegrabber and a network card.

Since the PAL optic creates a virtual image, which is inside in the lens, we need to have a relay lens system to project a real image to the surface of the analogic sensory chip. This relay lens optics must be matched with the physical size of the sensor. The PAL lens was designed to support different camera input as well, therefore the long tube is necessary to project sharp images on the chip surface.

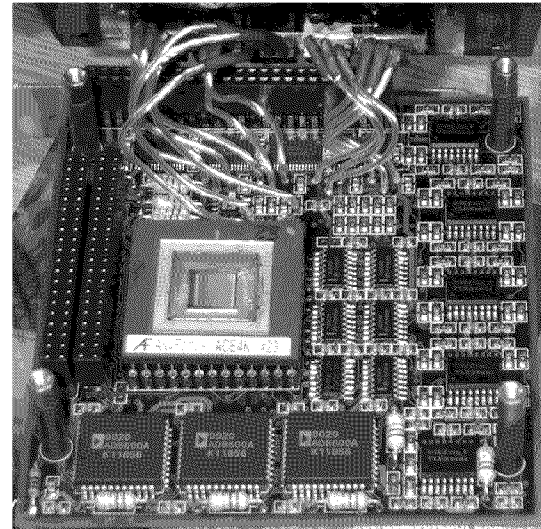
Detailed Hardware Description of the ACE4k Box

As it was described in the previous section the ACE4k Box is composed of three printed circuit cards. The first is the DSP Module, while the second two cards constitute the ACE4k Platform which carries the ACE4k chip. These components are implemented on PC-104 sized boards. The DSP Module and the ACE4k Platform are connected via the Platform Bus. Description of these modules can be found in the following subsections.

The pictures of the ACE4k Platform can be seen in Figure 3. The height of the ACE4k Platform and the DSP Module are the same as a normal PC/104plus card.



PLD Module



Analog Module

Figure 3 Pictures of the ACE4k Platform

DSP Module

The DSP Module contains a TMS320C6202 high performance DSP, with 16MB 125MHz SDRAM, concurrent PCI interface and a Platform Bus which is 32 bit wide data and 16 bit address bus 62.5MHz asynchronous CNN Platform Bus interface. This DSP controls the CNN chip with very fine (16-80ns) timings.

The architecture of the DSP Module can be seen in Figure 4. It is a relatively simple construction with high-performance. The specialty of the TMS320C6202 DSP is that it has a fast 32 bit wide expansion bus, which is directly interfaced to the PCI bridge chip. Via this expansion bus, the 133 Mbyte/sec PCI communication goes through the DSP and reaches its target, the SDRAM. The expansion bus transfers data to the memory via the auxiliary channel of the DSP DMA controller. The priority of this DMA channel can be set to the highest level. Therefore the DMA controller has an internal FIFO to store temporally the data during the memory arbitration process. The DMA controller can transfer data without CPU intervention.

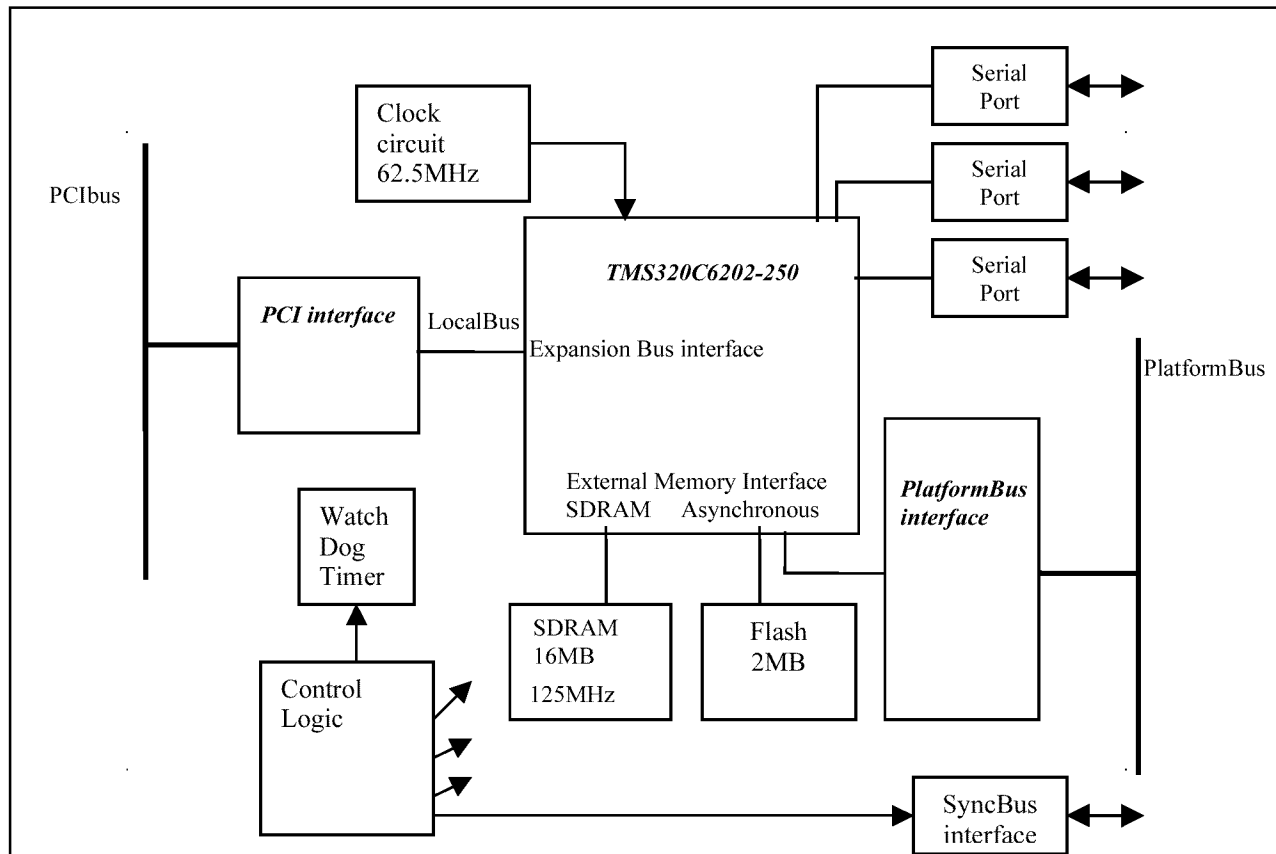


Figure 4. The block diagram of the SPM6020 DSP Module architecture.

The memory bus of the DSP has three times bigger data bandwidth than the PCI bus. The bandwidth required by different video streams is less than 10% or less than 3% in RGB or monochrome cases respectively. Due to these small relations, the DSP can operate close to its full speed even in case of continuous RGB image flow.

The DSP board utilizes most of the features of the TMS320C6202 high performance DSP on a very small PCI/104 form factor. The board features are:

- TMS320C6202 based PCI104 bus DSP accelerator board
- 250 MHz TMS320C6202 Processor- 4ns cycle time – 2000 MIPS operation
- 16 MB of Synchronous SDRAM, 500 MB/s
- 2 MB FLASH
- Watch Dog Timer
- On-Board 3.3V and 1.8V Generation
- 3.3V/5V PCI Interface
- 3.3V Platform Bus for easy and high speed interfacing to the DSP (32 bit data 16 bit address buffered version of Asynchronous Memory interface of DSP chip)
- PCI104 Form Factor (PCI bus only plus Platform Bus connector)
- SyncBus for synchronous operation with RTD's high performance PC/104plus Data Acquisition boards or other type of analog interfaces.

- Multichannel Buffered Serial Ports (T1/E1, MVIP, SCSA, ST bus, AC97 SPI Compatible)

The DSP Module itself is a DSP accelerator board without analog interface. It can be used as a high performance coprocessor in the PC/104plus system. The Platform Bus (which is actually the Asynchronous interface of the DSP) can be used as an analog interface for easy and high-speed data transfer device between the DSP and the ACE4k Platform.

Platform Bus

The *Platform Bus* contains the 32-bit data bus of the DSP and the 16 lower bits of the address bus. It is a 62.5MHz asynchronous bus. It also provides power and GND for the platform also. Physically this bus is similar to the ISA connector of the PC/104 standard. 3.3V signal levels are used on the bus.

The *Platform Bus* is used to write and read the ACE4k chip, and to program (write) its environment. Writing of the chip is used for two purposes. Sometimes it is used to transfer an image to the chip, which is a 4, 16, 64 kByte-sized continuous data block. But in many cases only some bytes are sent to reprogram the chip, but this transfer should be fast to achieve efficient control speed.

Platform Bus Signal Description

The Platform Bus is a 32 bit wide asynchronous buffered 3.3V bus with maximum 62.5MHz bus frequency.

The Platform Bus signals can be grouped:

- 32 data lines (PD0.. 31) ,
- 16 address lines (PA2.. 17),
- flow control lines (PREL, PWEL, POEL, PCE2L,)
- ready signal (PRDYH) for slow I/O devices to lengthen the bus cycle,
- 62.5MHz clock (PBCLK), which is the DSP's master clock divided by four,
- interrupt lines (PINT6H, PINT7H) to interrupt the DSP from the I/O device, the Interrupt is occurred after a low-high transition on the interrupt line.
- the two-channel DSP timer input/output lines (PTOUT0/PTOUT1 – PTINP0/PTINP1)
- 3.3V and $\pm 5V \pm 12V$ power
- ground lines.

ACE4k Platform

The ACE4k Platform is placed directly above to the DSP Module in the PC/104plus stack. It is necessary to be placed on the top level of the rack. This means, that the PCI bus does not go through this level, which enables to use those areas on the PCB. On the other hand, in case of direct optical input of the chip, this card carries a C-mount lens system which projects the image to the chip surface.

The ACE4k Platform is dedicated to carry the ACE4k chip with the optics. Physically this unit consists of two PC-104 form factor boards, which are placed on the top of the PC-104 rack, since the lens system can be mounted only on the top of the upper board. Beside the ACE4k chip, the unit constitutes of a PLD, a buffer for driving the asynchronous Platform Bus and some latches

for storing addresses and temporal control bits. The platform board contains some DC to DC converters also for providing stable power for the ACE4k chip, according to its specification. The block diagram of the platform card is shown in Figure 5.

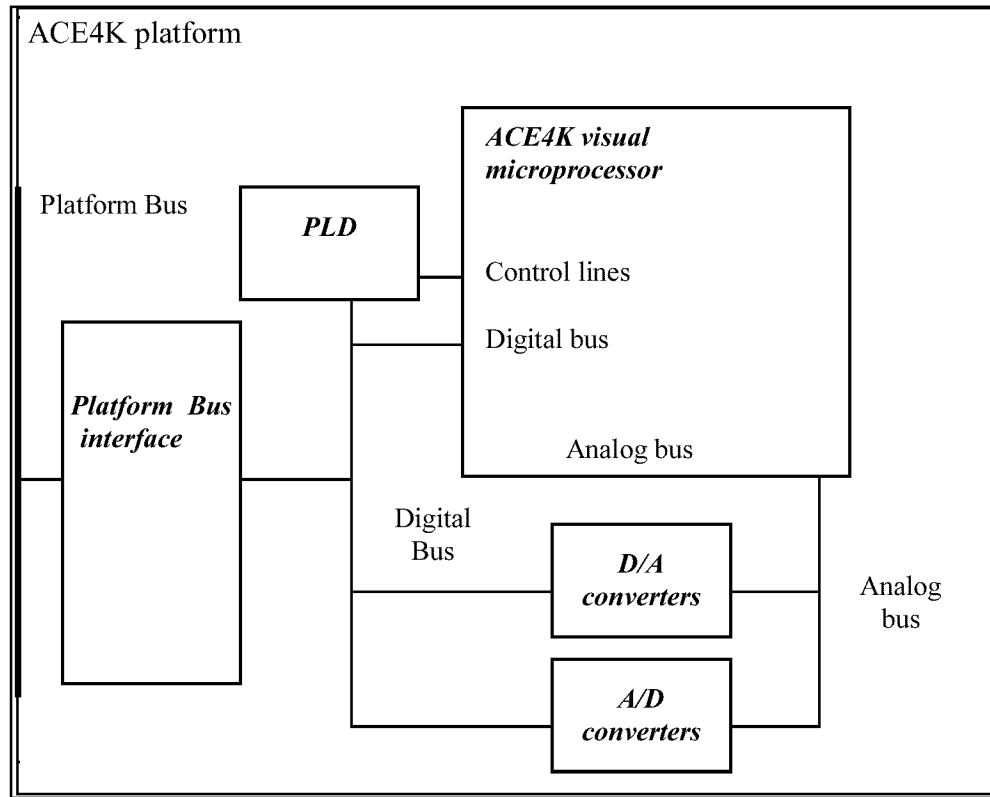


Figure 5. The block diagram of the ACE4k Platform.

Because the ACE4k chip has a 16 line analog bus for analog I/O transfer, the fine analog lines and noisy digital signals should be carefully separated. Therefore the ACE4k Platform constitutes of two PC-104 form factor boards. The upper board hosts the ACE4k chip together with analog parts (AD and DA converters). The lower board contains PLD devices to control analog transfer between the ACE4k chip and converters and to provide digital interface to the DSP Module.

ACE4k Platform Analog Module

The analog module contains the ACE4k chip, three DA converters (two of them for signals and one for reference values), and four AD converters with their OPAs.

ACE4k chip

The ACE4k chip can process binary or gray-scale images as well. The chip interface consists two bi-directional data buses (one digital and one analog, both with a width of 16-lines), and a control bus comprising several address buses and 5 control signals (a chip enable, a R/W signal, a control signal to put the chip in either programming or operation mode, and a global strobe). All data interchange, analog and digital, are suppose to work at a maximum rate of 10

MHz. The total CNN array size is 64x64, with four local analog and binary pixel memory. The analog signal level is in the range of 0.6V-1.4V. The power supply is 3.3V with worst case power dissipation of 1W. The package of the chip is ceramic pin grid array (PGA120).

DA converters

The AD8600 contains 16 independent voltage output digital-to-analog converters that share a common external reference input voltage. Each DAC has its own DAC register and input register to allow double buffering, and can be independently addressed. An 8-bit parallel data input, four address pins, a chip select, load, enable, R/W, and RS provide the digital interface. The analog output channels have full-scale voltage levels. The settling time of the outputs, start the settling transient at the same time allowed by the double buffering, is in the range of 0.1-0.5 μ s. The analog output signal level should be in the range of 0.6V-1.4V, determined by two reference voltages. The power supply is ± 5 V with worst case power dissipation of 350 mW. The package of the chip is 44-lead plastic lead chip carrier (PLCC-44).

AD converters

The type of AD converters are THS10G84. There are four ADs and each AD contains four independent channels and 16 step wide FIFO. The resolution is 10 bits. This provides that at the same time all the 16 analog lines of the ACE4k chip can be sampled and while their conversion is processed the ACE4k chip can put the next data to its lines. The ADs are connected through operational amplifiers to the ACE4k chip therefore level shifting and calibration is possible for fine tuning.

Results of PAL image processing with the ACE Box

Two major groups of tests were evaluated. The first one used the direct optical input of the ACE4k chip through the PAL lens. The second test series was made on image sequences prerecorded by a camera using PAL lens. These two major groups were separated because the image resolution of a 360 degrees image on a low resolution chip is quite poor. Therefore larger sized image sequence was used to be able examine image processing task solved on the chip avoiding the low resolution. The targeted problem was to detect movement around the 360 degrees and some basic classification tasks were mainly concerned.

Direct on chip optical input experiments

The ACE4k chip has no dedicated direct optical input. Nevertheless, the CMOS surface of the analog image memories (LAMs) gives the possibility of image acquisition. Figure 6 shows a 64x64 size image captured by the chip. The relative low sensitivity of light intensity requires a quite long integration time. The accuracy of the image acquisition is between 7-8 bit.

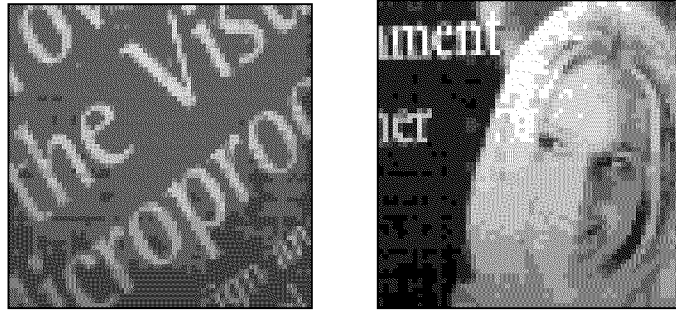


Figure 6 Optical acquisition with the ACE4k chip. Image accuracy is around 7-8 bit.

The next snapshots in Figure 7 show images captured by the direct optical input of the ACE4k chip through the PAL lens.

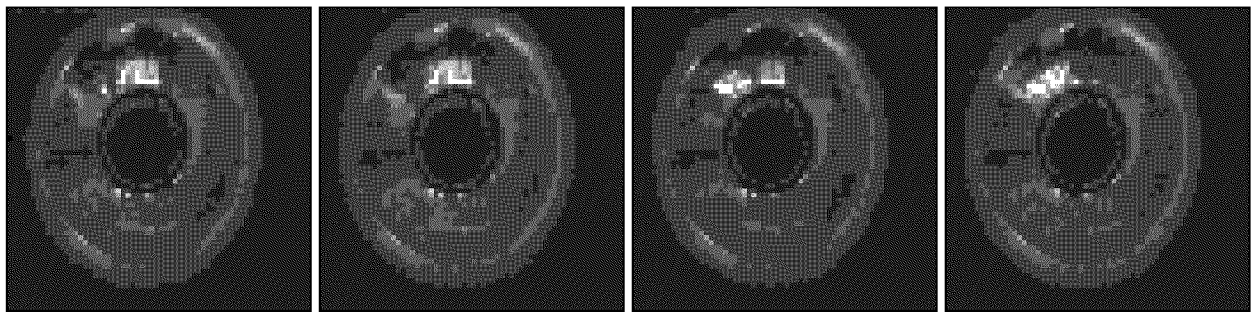


Figure 7 Consecutive snapshots of direct optical input of the ACE4k chip using PAL lens.

The low resolution makes almost impossible to recognize objects by humans either. Since this chip was not designed to have dedicated direct optical input the light sensitivity of the chip is quite low. It means that without a strong light source this optical input can not be used. Additionally to that, noise effects have strong influence on images. We used sophisticated methods to filter out regular and stochastic errors.

Nevertheless, some basic movement detection was made on this sequence. This is shown in Figure 8.

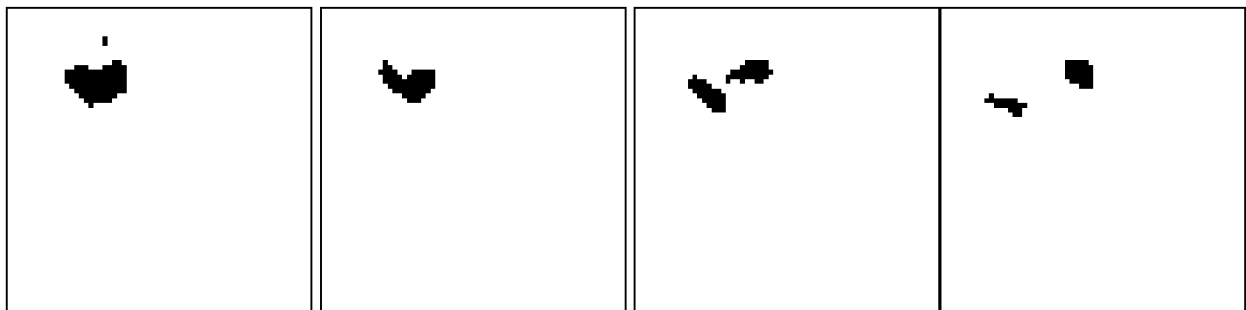


Figure 8 Movement detection on the ACE4k chip using direct optical input with PAL lens.

The movement detection was based on mainly temporal homotopic filtering, gray-scale range selection, and mathematical morphology operations. These operations were executed mainly on the ACE4k chip. Measured executing time of this algorithm proves that fast objects can be tracked by using the system. More detailed evaluation will be given after the next subsection. Due

to the previously mentioned constraints, namely the relatively low resolution and the low optical sensitivity of the ACE4k chip, further investigations were necessary. These measurements are summarized in the next Section.

PAL camera experiments

In these experiments the optical input of the chip was not used. The PAL lens was mounted on a standard video camera and the captured images were processed on the ACE4k chip. This makes possible to test processing capabilities of the ACE4k chip without using its image capturing capabilities. Consecutive snapshots in Figure 9 show images captured by the camera through the PAL lens, meanwhile Figure 10 shows a transformed image for demonstration purpose. The processed image size is 320x300. The reason why the resolution is not $N \times N$ is because we did not have a square pixel camera. However, this did not cause any problem later on.

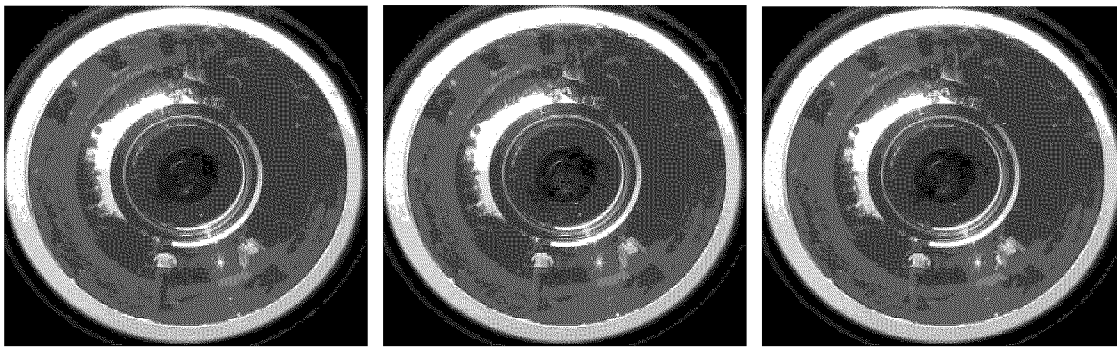


Figure 9 Consecutive snapshots of a video flow using PAL lens optical input. Processed image size is 320x300.



Figure 10 A snapshot of a video flow using PAL lens optical input converted from the panoramic view into a stripe image for demonstration purpose (note, that this kind of time consuming color transformation is not part of the presented algorithm).

The images were separated to small chip sized blocks and these blocks were processed sequentially one after the other on the ACE4k chip. This ability is incorporated in the system in an automatic way so any size of image sequences can be processed with this system. The speed of the ACE4k chip makes possible to work on large images on video rate.

The special projection of the PAL lens makes this problem far from trivial. Depending on the distance from the camera, relative sizes of objects change dramatically from small patches to almost half size of image area. Therefore, sophisticated methods are necessary to distinguish separate objects and extract important features of them.

The flowchart of the movement detection and classification algorithm is shown in Figure 11. The motion detection and object classification algorithm has five major parts, namely:

- I. Optical acquisition and background estimation
- II. Motion map generation with morphological filtering
- III. Pre-filtering characteristic feature extraction
- IV. Feature based classification and position determination
- V. Object tracking and path tracing

The first part of the algorithm performs background estimation continuously from the captured image sequence. This also includes an extensive pre-filtering with noise filtering, and temporal filtering. The second part of the algorithm generates a raw motion map. This part includes spatial morphological and wave type filtering running on the ACE4k chip. These types of operations would require too long execution time on a DSP therefore the ACE4k chip is an ideal tool to accomplish these tasks. The third part of the algorithm makes a coordinate transformation from the polar representation in order to extract characteristic features of objects. The chip also plays important role here. Statistical features are extracted on the DSP. The fourth part is the classification and position determination. It generates several true and false object candidates. The fifth part filters and revises the classification result based on dynamical class models and constructs tracking routes.

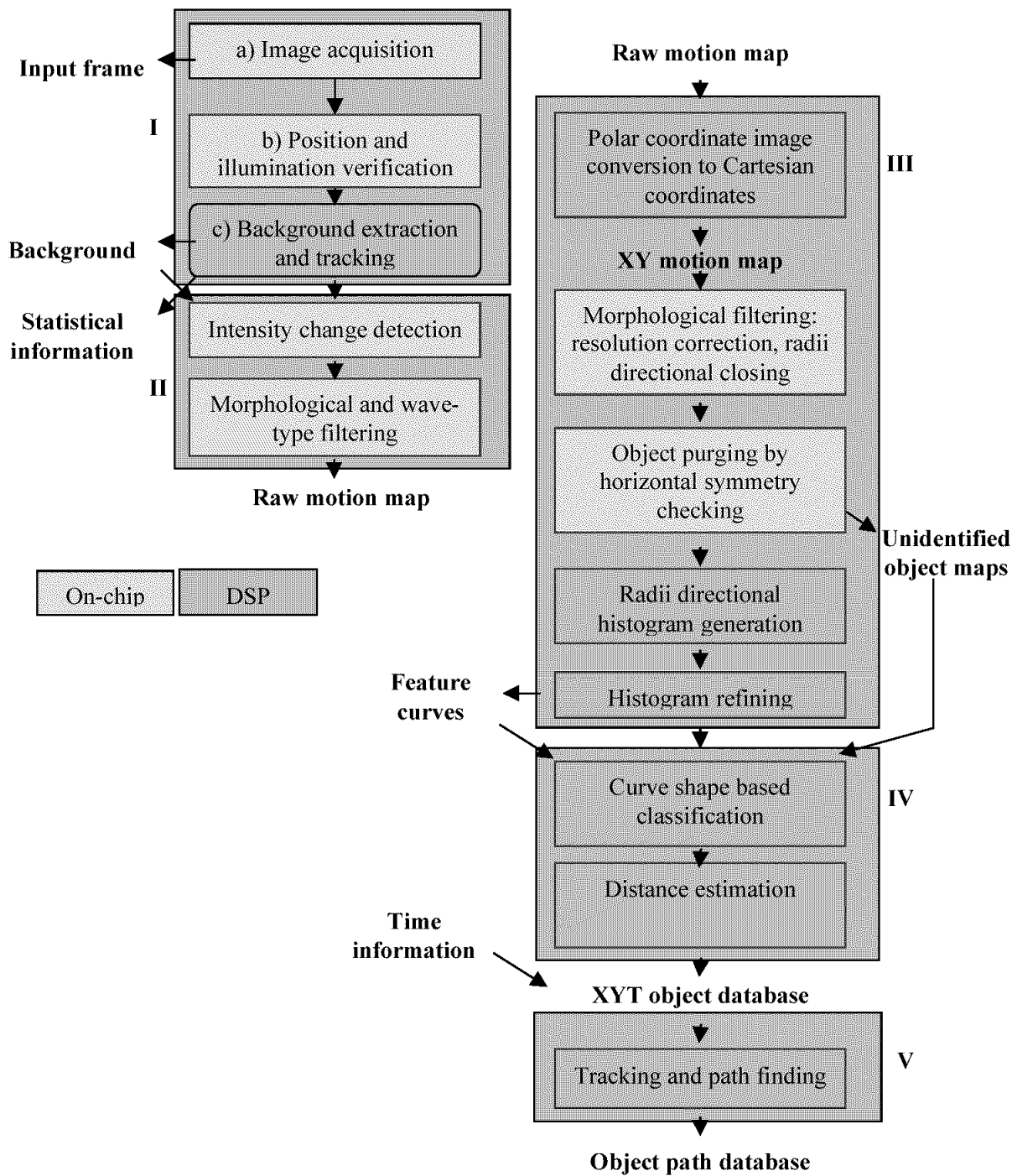


Figure 11 Flowchart of the motion detection and object classification algorithm.

The time consuming of the algorithm is shown in the next table.

Time consuming of the movement and classification algorithm			
Function		Time	Notation
I.	Image acquisition	50 μ s	on chip image sensing
	Position and illumination verification	50 μ s	$3 \cdot T_{\text{template}} + 5 \cdot T_{\text{logic}}$
	Background extraction and tracking (with image transfer)	410 μ s	with DSP
II.	Intensity change detection	20 μ s	
	Morphological and wave-type filtering	60 μ s	
III.	Polar-Cartesian transformation	80 μ s	
	Resolution correction and radii directional closing	50 μ s	with image transfer
	Object purging by horizontal symmetry checking	50 μ s	with image transfer
	Radii directional histogram generation	5 μ s	
	Histogram refining	5 μ s	
IV.	Curve shape based classification	100 μ s	
V.	Tracking and path finding	100 μ s	
Summary: Chip		280 μ s	
Summary: DSP		700 μ s	Texas, C6201, 250MHz
Total time 1:		980 μ s~1ms	chip size image
Total time 2:		40ms	large image handling (320x300)

As a conclusion, a CNN chip if it has a proper direct optical input could solve this task with around 1000 frame/sec while using camera with large images video rate (25Hz) can be achieved. The chip execution time is valid not only for the ACE4k chip but also larger array size chip because template and logic operations require almost the same execution time. The execution time of the DSP related operations depend strongly on the chosen DSP architecture, clock frequency and the image size.

Detailed algorithm description

As it was shown in the previous section, the algorithm contains five major steps. Here we give detailed description of these steps. The *first step* of the algorithm is the background estimation. We applied a spatial-temporal non-linear method for the permanent calculation of the actual background. This method relies on still background processing. A region was considered to belong to the background, if its intensity/hue values stayed within given intensity/hue interval for a given time. The size of the intensity/hue interval was determined by the stochastic noise of the camera and the background. Under background noise, we mean those minor changes of the scene, which are not considered objects to be traced (like leafs or branches propelled by the wind). The time limit was derived from the properties of the tracked object (velocity, distance, etc). We considered a tracked object to be disappeared, if there were no movements in the disappearing position for a well-defined time.

The *second step* of the algorithm is the extraction of all the moving objects. In a straightforward manner, we extracted those regions on the image, which were changing comparing to the permanently updated background. Naturally, the raw difference map is noisy, and the objects were fragmented (Figure 12b) on it. The second part of this step is responsible for the noise filtering and object reconstruction. We applied morphological filtering (opening) to get rid of the small sized objects, which are considered to be noises. Then, we used wave type operators to reconnect the fragmented body parts. Figure 12 shows the extraction of moving parts and the outcome of the filtering. The resulting images are used to estimate object properties in the next step.

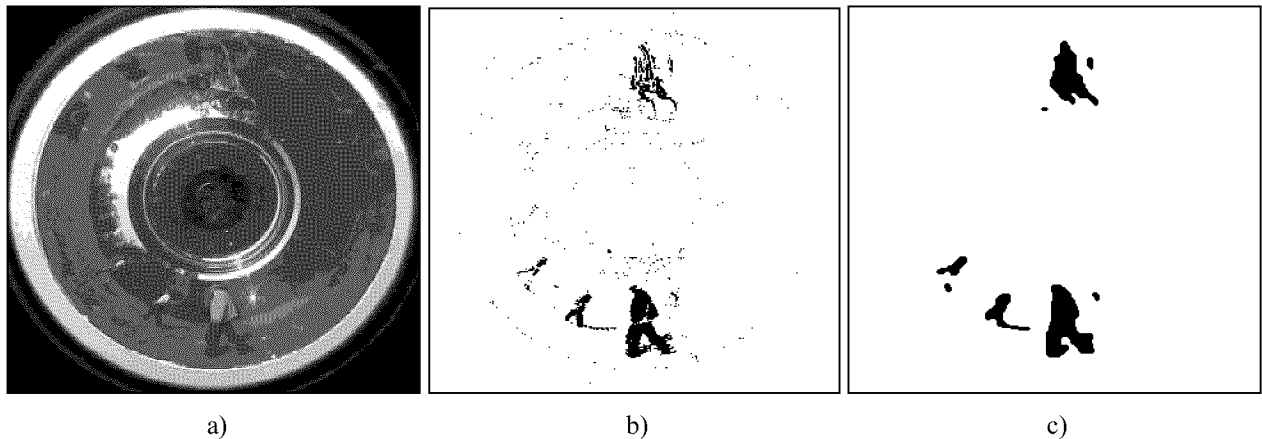


Figure 12 Moving object extraction. a) captured image; b) extracted moving parts; c) morphologically filtered moving regions.

The *third step* of the algorithm analyzes the objects and extracts characteristic features. A special profile of each frame is constructed from the resulting image of the previous step by applying a special radial projected histogram transformation. Geometrically this transformation projects a vertical half-plane (the edge of the half plane is the vertical axe of the PAL optics) into a single scalar. When this transformation was applied to the result of the previous step, we got curves shown in Figure 13. After having these curves, we applied some smoothing and refining on them, to avoid misclassification in the next step.

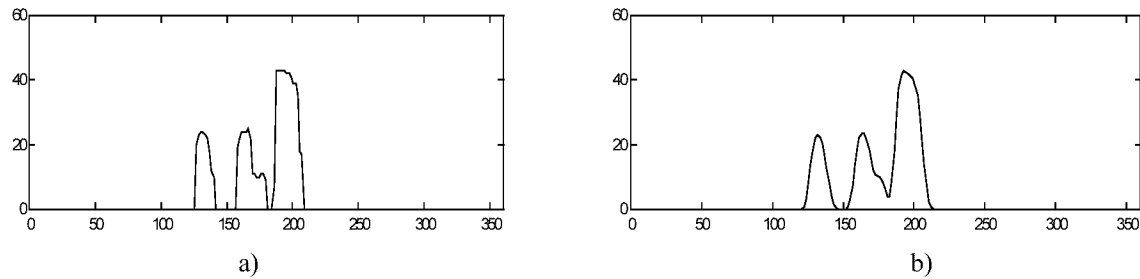


Figure 13 Typical feature curves derived from the radial directional histogram a) before and b) after the refining process. Horizontal axis shows direction in degree while the vertical axis shows the number of black pixels which is related to the object height.

In the *fourth step* we made the classification. We used the above described special shape representation of the moving objects as the base of the object classification. Depending on the height, size, and other properties of the profile, robust classification can be achieved. This method is capable to distinguish humans, vehicles, flying objects, etc. We used the following object classes and dynamic model constraints to classify the objects.

Class	Feature	Dynamic constraint
Standing or running person	Gaussian-like shape with one or more close peaks	Relatively slow movement Moving on the ground plan
Vehicle	Wide rectangular shapes	Relatively fast movement Moving on the ground plan
Airplane and helicopters	Wide Gaussian-like shape with small extension	Even very fast movement Moving over the ground plan (above the horizon)

In the same step, after the identification of the specific profiles, the distance of each object can be determined. For this we used the original and the projected physical size information. In this way we gained a database (a set of points) consisting a series of raw detected events without trajectory consistency. Figure 14 shows the raw XYT (two spatial and one temporal dimension) object data for the sample video sequence.

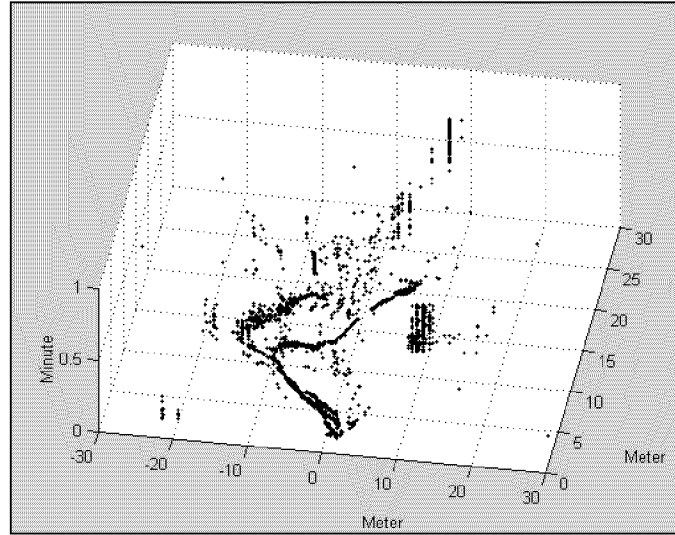


Figure 14. The raw XYT object database without additional tracking and classification process. The diagram shows only the southern half plan, because in our example, there were no movements in the northern half plan.

In the *fifth step* of the algorithm, we calculate the final tracking curves of the objects, by utilizing consistency and kinematics information. At the same time we can get rid of the single point misclassified moving objects, which are not constructing continuous tracks. Object paths are separated and classified based on dynamical class models. Also these models are used to refine routes (Figure 15).

The object positions – directions, distance, and type – can be superimposed to the input sequence in real time (Figure 16).

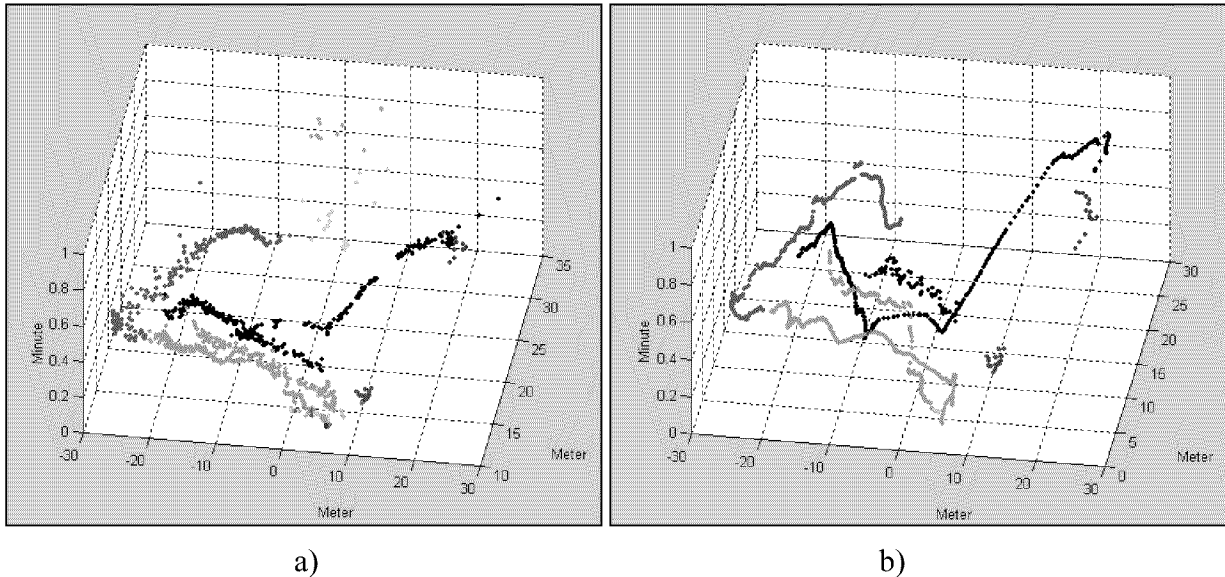


Figure 15 a) The database was filtered and classified for moving persons; b) the same sample tracking data are temporally and spatially filtered in order to get rid of the detection noise.

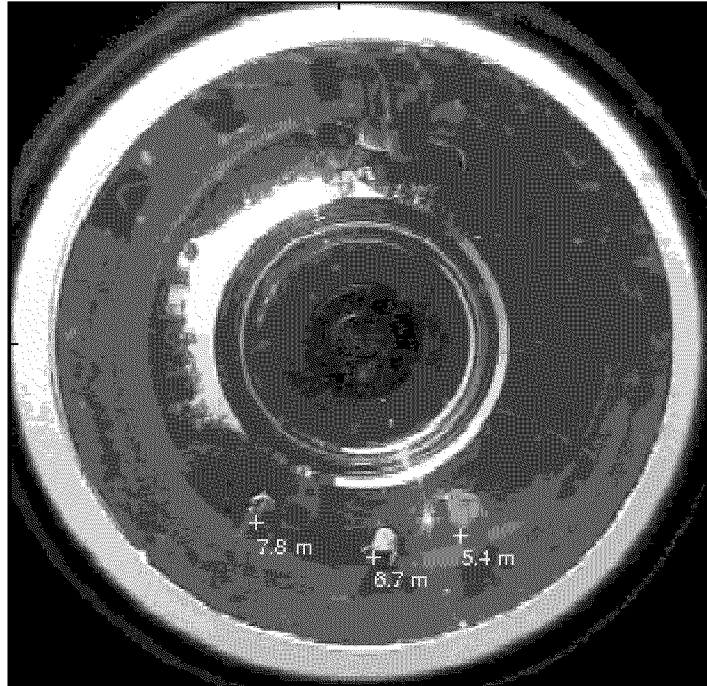


Figure 16. The tracking information – both distance and position – is superimposed into a snapshot of the input sequence.

Conclusions

We proved that the ACE4k chip with a companion DSP is capable to solve object classification and tracking problem real-time. Due to the lack of a good direct optical input of the ACE4k chip, we had to use a camera with PAL optics as the input source. Time consuming of this algorithm makes possible to track even very fast objects in the scene, although further optimization and careful system design is necessary. Hopefully, the ACE16K chip with array size 128x128 and with direct optical input will overcome this problem.

Appendix1: Proposal for further research activities

The recent CNN chip development effort led to a 128x128 sized CNN focal plane array processor with excellent optical input characteristic. This chip, called ACE16k, is already fabricated, and now it is under measurements. The higher resolution of this chip, and the excellent optical characteristic suggest the idea to combine this chip with PAL optics. In the spirit of this, here we propose three possible research activities in the framework of a next EOARD contract:

1. Developing a standalone device, which contains a PAL optics, a 128x128 CNN chip, a DSP, and a communication unit, and which implements the tracking/tracing algorithm develop in the **EOARD F61775-01-WE010**. The estimated frame-rate of the unit will be around 1000 FPS.
2. Developing a standalone device, which contains a HUMANOID PAL optics, a 128x128 CNN chips, a DSP, and a communication unit, and which implements a modified version of the tracking/tracing algorithm develop in the **EOARD F61775-01-WE010**. The modified version could control the fovea of the HUMANOID PAL optics to follow a selected target. The estimated frame-rate of the unit will be around 1000 FPS.
3. Create an advanced version of the system what we developed in the framework of **EOARD F61775-01-WE010** which could recognize and trace missile launches real-time, even if there were a large number of missiles launched at the same time.

These research activities would be pursued by AnaLogic Computers Ltd. alone. In all follow-on projects, the delivery of an operational prototype for test purposes is negotiable.

Appendix2: List of the video demonstrations

List of the video demonstrations:

Chip_Input.avi	:Chip optical image acquisition
Chip_Motion.avi	:Motion detection using chip optic
Camera_Input.avi	:Camera input image series
Camera_PreProc.avi	:Camera input, raw motion map
Camera_Tracking.avi	:Camera tracking result with object direction and distance